

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1.-26. (Cancelled)

27. (Currently Amended) A method for providing game downloading to a group of ~~gaming machines connected in a network in a gaming system~~, the method comprising,

displaying a list of games on a first gaming machine

wherein the first gaming machine comprises i) a first housing; ii) a first master gaming controller coupled to the housing designed or configured to control a selected game from the list of games on the first gaming machine; iii) one or more displays coupled to the first housing for displaying the selected game controlled by the first master gaming controller or the list of games; iv) one or more first input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the selected game played on the first gaming machine; v) a first communication interface connected to the network and vi) a first memory for storing first game software downloaded from a second gaming machine;

receiving a game selection signal for a ~~game selection~~ the selected game from the list of games displayed on the first gaming machine;

transmitting ~~the game selection signal~~ information regarding the selected game to a second gaming machine wherein the second gaming machine comprises i) a second housing; ii) a second master gaming controller coupled to the housing designed or configured to control a game played on the second gaming machine; iii) a second display coupled to the housing for displaying the game controlled by the second master gaming controller; iv) one or more second input devices coupled to the second housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the second gaming machine; v) a second communication interface connected to the network and vi) a second memory storing the first game software;

receiving the first game software for the selected game ~~game selection stored in the memory~~ from the second gaming machine via the network; and

storing the first game software to a memory;

receiving a wager on an outcome to the selected game on the first gaming machine;

loading the first game software received from the second gaming machine for execution on the first gaming machine;

executing the first game software on the first gaming machine to generate ~~a game~~ the outcome for the selected game ~~game selection on the first gaming machine;~~ and

displaying the game outcome for the selected game on the one or more displays.

28. (Currently Amended) The gaming machine of claim 27, wherein the selected game selection is selected from the group consisting of card games, slot games, keno games, video pachinko games or lottery games.

29.-37. (Cancelled)

38. (New) The method of claim 27, wherein the network comprises one or more wired or wireless connections.

39. (New) The method of claim 27, wherein one of the wired connections is a fiber optic connection.

40. (New) The method of claim 27, wherein the game played on the second gaming machine is selected from the group consisting card games, slot games, keno games, video pachinko games or lottery games.

41. (New) The method of claim 27, wherein the selected game played on the first gaming machine or game played on the second gaming machine comprises a bonus game or a progressive game.

42. (New) The method of claim 27, further comprising, receiving, at the first gaming machine from the second gaming machine, game software settings for the first game software and executing the first game software using the game software settings.

43. (New) The method of claim 27, wherein the game software settings include settings for a game jurisdiction where the first gaming machine is located.

44. (New) The method of claim 27, further comprising, receiving, at the first gaming machine from the second gaming machine, hardware settings for one or more gaming devices on the first gaming machine and reconfiguring the one or more gaming devices on the first gaming machine using the hardware settings.

45. (New) The method of claim 27, wherein the network is part of a progressive game network, a casino area network or a bonus game network.

46. (New) A gaming system comprising:

a first gaming machine, said first gaming machine comprising:

a first housing;

a first master gaming controller coupled to the first housing designed or configured a) to control a selected game played on the first gaming machine b) to receive a first wager on the selected game, c) to generate a first outcome for the selected game and d) to display a first presentation for the selected game; e) to display a list of games available for play on the first gaming machine; f) to receive an input signal for selecting the selected game from the displayed list of games; g) to establish communications with a second gaming machine; h) to receive from the second gaming machine executable game software for generating the selected game; i) to load and execute the executable game software received from the second gaming machine to generate a first presentation of the selected game on the first gaming machine;

one or more displays coupled to the first housing for displaying the list of games and the first presentation of the selected game;

one or more input devices for accepting cash or indicia of credit for the first wager;

a first output device coupled to the housing for outputting cash or indicia of credit;

a first communication interface for communicating with the second gaming machine via a network;

a first memory storing the executable game software received from the second gaming machine;

the second gaming machine, said second gaming machine comprising:

a second housing;

a second master gaming controller coupled to the second housing designed or configured a) to control a game played on the second gaming machine; b) to receive a second wager on the game, c) to generate an outcome for the game, d) to display a presentation of the outcome; e) to establish communications with the first gaming machine, f) to send the executable game software for the selected game to the first gaming machine;

a second display coupled to the second housing for displaying the presentation of the outcome;

a second input device coupled to the second housing for accepting cash or indicia of credit for the second wager;

a second output device coupled to the housing for outputting cash or indicia of credit;

a second communication interface for communicating with the first gaming machine via the network;

a second memory for storing the executable game software sent to the first gaming machine; and
the network for allowing the first and the second gaming machine to communicate and to transmit the executable game software.

47. (New) The gaming system of claim 46, wherein the selected game is selected from the group consisting of card games, slot games, keno games, video pachinko games or lottery games.

48. (New) The gaming system of claim 46, wherein the game is selected from the group consisting of card games, slot games, keno games, video pachinko games or lottery games.

49. (New) The gaming system of claim 46, wherein the executable game software for generating the game and the selected game is the same executable game software.

50. (New) The gaming system of claim 46, wherein the network comprises one or more wired or wireless connections.

51. (New) The gaming system of claim 50, wherein one of the wired connections is a fiber optic connection.

52. (New) The gaming system of claim 46, wherein the selected game played on the first gaming machine or game played on the second gaming machine comprises a bonus game or a progressive game.

53. (New) The gaming system of claim 46, further comprising, receiving, at the first gaming machine from the second gaming machine, game software settings for the executable game software and executing the executable game software using the game software settings.

54. (New) The gaming system of claim 53, wherein the game software settings include settings for a game jurisdiction where the first gaming machine is located.

55. (New) The gaming system of claim 46, further comprising, receiving, at the first gaming machine from the second gaming machine, hardware settings for one or more gaming devices on the first gaming machine and reconfiguring the one or more gaming devices on the first gaming machine using the hardware settings.

56. (New) The gaming system of claim 46, wherein the network is part of a progressive game network, a casino area network or a bonus game network.